

## **DETAILED ACTION**

This responds to Applicant's Arguments/Remarks filed 03/27/2008. Claims 1, 4, 5, and 8-14 have been amended. Claims 1-14 are now pending in this application.

### ***Continued Examination Under 37 CFR 1.114***

1. A request for continued examination under 37 CFR 1.114, including the fee set forth in 37 CFR 1.17(e), was filed in this application after final rejection. Since this application is eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR 1.17(e) has been timely paid, the finality of the previous Office action has been withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on 3/27/2008 has been entered.

### ***Claim Rejections - 35 USC § 103***

2. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

3. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.

2. Ascertaining the differences between the prior art and the claims at issue.
  3. Resolving the level of ordinary skill in the pertinent art.
  4. Considering objective evidence present in the application indicating obviousness or nonobviousness.
4. This application currently names joint inventors. In considering patentability of the claims under 35 U.S.C. 103(a), the examiner presumes that the subject matter of the various claims was commonly owned at the time any inventions covered therein were made absent any evidence to the contrary. Applicant is advised of the obligation under 37 CFR 1.56 to point out the inventor and invention dates of each claim that was not commonly owned at the time a later invention was made in order for the examiner to consider the applicability of 35 U.S.C. 103(c) and potential 35 U.S.C. 102(e), (f) or (g) prior art under 35 U.S.C. 103(a).
5. Claims 1-14 are rejected under 35 U.S.C. 103(a) as being unpatentable over Chocobo World - Final Fantasy 8 released July 7, 1999 in view of US 2004/0121837 to Chiang et al. (Chiang). The explanation found at <http://lffguides.telefra,q.qed.com/lff81/walkthroughs/chocoboworld.shtml> was published online on September 15, 2000.

In Reference to Claim 1

Chocobo World is disclosed to be played on a personal computer. Personal computers are well known in the art as able to play a plurality of games and in the case of Chocobo World share backup data of the plurality of games with each other. Briefly stated, Chocobo World is a game played in conjunction with Final Fantasy 8. A final fantasy player can begin playing with a Chicobo. The Chicobo will wander through

Chocobo World collecting items. A player can direct Chicobo's movements or can allow Chicobo to play in the background of Final Fantasy 8. Chicobo will collect treasures and weapons among other things for the Final Fantasy 8 player to use while playing Final Fantasy 8. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website - "What is Chocobo World?"). The first game being Final Fantasy 8 and the second game being Chocobo World. The two games must necessarily have memory allocated to them. A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice versa (see "How to play"). A game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see "How to play" and "Move"). The controller is a standard keyboard with arrow keys. A first condition detector for determining whether or not a predetermined condition is accomplished in the progress of the game selected and instructed to be started by the game operation controller is disclosed (see "Moomba"). There are many conditions detected in Chocobo World. A first condition detector is Moomba giving Chicobo (and therefore the player) a new weapon. When it is determined the condition is accomplished, a memory write controller for writing information relating to the predetermined condition to both of a

backup data storing area associated with a first game and a backup data storing of at least one other game not selected by the game controller are provided (see "Importing Chocobo World Items into FF8). When the weapon is given, a memory write controller writes the information into Final Fantasy 8 to a backup storage area to allow the weapon to be used in that game. The backup data storing area in the second game is written to update the movement of the weapon and remove the weapon from the items collected list. However, Chocobo World is silent on enabling a player to play a plurality of games stored on the game apparatus which stores information relating to conditions occurring during game play of at least one game into a backup data store associated with each or one or more other games that are also stored on the game apparatus; and wherein a memory write controller autonomously writing information relating to the predetermined game condition at a time the first detector determined that the predetermined game condition is accomplished into both the first backup data storing area and the second backup data storing area {in distinct areas} of the memory regardless of which game program was started by the game controller.

Chiang teaches of an apparatus and method enabling interaction with shared game data files in a game device (Abstract, Fig. 1 and Fig. 4). Chiang teaches of enabling a player to play a plurality of games (Fig. 4 "Racing, Football 2004, and Football 2005" and [0027]) stored on the game apparatus (Fig. 4 and [0027-0034]) which stores information relating to conditions occurring during game play of at least one game into a backup data store associated with each or one or more other games that are also stored on the game apparatus ((Fig. 4 and [0039-0042] and [0045]; and

wherein a memory write controller autonomously writing information relating to the predetermined game condition at a time the first detector determined that the predetermined game condition is accomplished into both the first backup data storing area and the second backup data storing area {in distinct areas} of the memory regardless of which game program was started by the game controller ([0007, 0013, 0014-0015, 0031 [0051-0052]]). Chiang provides this system and methods in order to allow players to use game states from other games typically denied by game developer compartmentalization [0011].

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared files as taught by Chiang into the teachings of Chocobo World - Final Fantasy 8 in order to allow players to use game states from other games typically denied by game developer compartmentalization.

In Reference to Claims 2-4

When the predetermined condition is accomplished as disclosed in the rejection of claim 1, the memory write controller writes the information to the backup data storage area of both games (see "Tutorial"). Change generation information is defined in the specification as information relating to game t progress. A new weapon is progress in the game. This information is written into the new game so the weapon can be used in that game. The memory controller writes condition accomplishment information to the backup storage of one game and game progress information to the back up data of both games.

In Reference to Claim 5

Chocobo World provides a first condition detector as described. Final Fantasy 8 provides a second condition detector. If the detector has not determined a new weapon is available from Chocobo World, the weapon will not be provided to the player. If the detector has determined a new weapon is available, the weapon is provided. The controller then writes the information including game generation information to the various backup data storages as described above.

In Reference to Claim 6

When the predetermined condition is accomplished as disclosed in the rejection of claim 5, the memory write controller writes the information to the backup data storage area of both games (see "Tutorial") if Final Fantasy 8 has determined the condition has been accomplished.

In Reference to Claim 7

Chicobo is disclosed as being able to return to the Final Fantasy 8 world (see "Home"). This area provides a backup data storing area for storing backup data relating to both programs. Information is written to both programs.

In Reference to Claim 8

Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of

games with each other. The game is played on a personal computer which is well known in the art for having a processor, a data storage memory, and several storing areas for respectively storing backup data for each of the games. The processor is used to determine whether or not a predetermined condition is accomplished during gameplay of the games in which gameplay has started (see "Importing items into FF8" and "Tutorial"). In this case, a first condition could be a weapon from Moomba (see "Moomba"). When it is determined the condition is accomplished, information relating to the condition is stored in both the backup data storing area of the started game, and the other game that has not been started. Chocobo World need not be started to import items into Final Fantasy 8.

However, Chocobo is silent on enabling information relating to gameplay conditions occurring during gameplay conditions occurring during gameplay progress of one game to be used by one or more games that are stored on the same apparatus in distinct storage areas for respectively storing backup data for each game regardless of whether the other respective games have been initiated; and wherein the apparatus autonomously stores information relating to an occurrence of predetermined conditions during gameplay progress of at least one game into a backup storing area associated with each one or more of the other games that are stored on the game apparatus.

Chiang teaches of an apparatus and method enabling interaction with shared game data files in a game device (Abstract, Fig. 1 and Fig. 4). Chiang teaches of enabling a player to play a plurality of games (Fig. 4 "Racing, Football 2004, and Football 2005" and [0027]) stored on the game apparatus (Fig. 4 and [0027-0034]).

which stores information relating to conditions occurring during game play of at least one game into a backup data store associated with each or one or more other games that are also stored on the game apparatus ((Fig. 4 and [0039-0042] and [0045]; and wherein a memory write controller autonomously writing information relating to the predetermined game condition at a time the first detector determined that the predetermined game condition is accomplished into both the first backup data storing area and the second backup data storing area {in distinct areas} of the memory regardless of which game program was started by the game controller ([0007, 0013, 0014-0015, 0031 [0051-0052]). Chiang provides this system and methods in order to allow players to use game states from other games typically denied by game developer compartmentalization [0011].

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared files as taught by Chiang into the teachings of Chocobo World - Final Fantasy 8 in order to allow players to use game states from other games typically denied by game developer compartmentalization.

In Reference to Claim 9

Chocobo World teaches a backup writing control method in a game apparatus that enables an operator to play a plurality of games. The apparatus has the capacity to share backup data of each of the plurality of games with each other. It includes a personal computer having a data storage memory and a plurality of storing areas for respectively storing backup data for each of the plurality of games. (see Title, "Why

would I want to play Chocobo World", "How to Play"). The game determines whether or not a predetermined condition is accomplished during game play progress in either of the games Chocobo World, or Final Fantasy 8 in which game play has started. When it is determined the predetermined condition is accomplished, the game writes information relating to the predetermined condition to both of the backup data storing areas of the games including the game which is not started. Chocobo World need not be started to import items into Final Fantasy 8.

Chiang teaches of an apparatus and method enabling interaction with shared game data files in a game device (Abstract, Fig. 1 and Fig. 4). See rejection of Claim 1.

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared files as taught by Chiang into the teachings of Chocobo World - Final Fantasy 8 in order to allow players to use game states from other games typically denied by game developer compartmentalization.

In Reference to Claim 10

Chocobo World is disclosed to be played on a personal computer. Personal computers are well known in the art as able to play a plurality of games and in the case of Chocobo World share backup, data of the plurality of games with each other. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website -"What is Chocobo World?"). A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a second backup data

storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice versa (see "How to play"). A game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see "How to play" and "Move"). The controller is a standard keyboard with arrow keys. A first condition detector for determining whether or not a predetermined condition is accomplished in the progress of the game selected and instructed to be started by the game operation controller is disclosed (see "Moomba"). There are many conditions detected in Chocobo World. A first condition detector is Moomba giving Chicobo (and therefore the player) a new weapon. When it is determined the condition is accomplished, a memory write controller for writing information relating to the predetermined condition to both of a backup data storing area associated with a first game and a backup data storing of at least one other game not selected by the game controller are provided (see "Importing Chocobo World Items into FF8). When the weapon is given, a memory write controller writes the information into Final Fantasy 8 to a backup storage area to allow the weapon to be used in that game. The backup data storing area in the second game is written to update the movement of the weapon and remove the weapon from the items collected list. Chocobo World provides a first condition detector as described. Final Fantasy 8 provides a second condition detector. If the detector has not determined a new weapon is available from Chocobo World, the weapon will not be provided to the player. If the detector has determined a new weapon is available, the weapons are provided. The

controller then writes the information including game generation information to the various backup data storages as described above.

Chiang teaches of an apparatus and method enabling interaction with shared game data files in a game device (Abstract, Fig. 1 and Fig. 4). See rejection of Claim 1.

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared files as taught by Chiang into the teachings of Chocobo World - Final Fantasy 8 in order to allow players to use game states from other games typically denied by game developer compartmentalization.

In Reference to Claim 11

Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website - "What is Chocobo World?"). A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice versa (see "How to play"). A memory write controller is provided for writing shared backup data information utilized in common to both the first and second game programs (see "Home").

Chiang teaches of an apparatus and method enabling interaction with shared game data files in a game device (Abstract, Fig. 1 and Fig. 4). See rejection of Claim 1.

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared files as taught by Chiang into the teachings of Chocobo World - Final Fantasy 8 in order to allow players to use game states from other games typically denied by game developer compartmentalization.

In Reference to Claim 12

Chocobo world discloses a game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see "How to play" and "Move"). The controller is a standard, keyboard with arrow keys. Also disclosed is a condition detector as Moomba having a new weapon for Chicobo (and therefore the player). When it is determined the condition is accomplished, a memory write controller for writing information relating to the predetermined condition to both of a backup data storing area associated with a first game and a backup data storing of at least one other game not selected by the game controller are provided (see "Importing Chocobo World Items into FF8). When the weapon is given, a memory write controller writes the information into Final Fantasy 8 to a backup storage area to allow the weapon to be used in that game. The backup data storing area in the second game is written to update the movement of the sword and remove the sword from the items collected list.

Regarding claim 14, Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website - "What is Chocobo World?"). A writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to the first game program and a second backup data storing area for storing data relating to the second game program is provided. Final Fantasy 8 game player progress can be saved independently of Chocobo World and vice Versa (see "How to play"). A memory write controller is provided for writing shared backup data information utilized in common to both the first and second game programs (see "Home").

Chiang teaches of an apparatus and method enabling interaction with shared game data files in a game device (Abstract, Fig. 1 and Fig. 4). See rejection of Claim 1.

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared files as taught by Chiang into the teachings of Chocobo World - Final Fantasy 8 in order to allow players to use game states from other games typically denied by game developer compartmentalization.

6. Claim 13 is rejected under 35 U.S.C. 103(a) as being unpatentable over Chocobo World - Final Fantasy 8 released July 7, 1999 in view of US 2004/0121837 to Chiang et al. (Chiang) in view of US 2004/0121837 to Chiang et al. (Chiang) .

Claim 13 is rejected under 35 U.S.C. 103(a) as being unpatentable over Chocobo World as disclosed above. Chocobo World teaches a game apparatus that enables an operator to play a plurality of games and a method of sharing backup data of each of the plurality of games with each other. Chocobo World discloses a data storage memory for storing a first game program and a second game program (see cited website - "What is Chocobo World?"). Further, a backup data storage medium having a first backup data storing area for storing backup data relating to the first program and a second backup data storing area for storing data relating to the second program are disclosed (Final Fantasy 8 is saved independently from Chocobo World).

It is therefore inherent, that is, it must necessarily be that each uses different areas for storing backup data unique to each game though there are instances when information is mutually shared. Even in the case of shared information, the information is stored separately.) A game operation controller is disclosed for instructing a start of a game by selecting any one of the first game program and the second game program and for controlling progress of the selected game (see "How to play" and "Move"). The controller is a standard keyboard with arrow keys. However, Chocobo World (at least the cited reference) fails to disclose a computer program product, program instructions, and program instructions means for autonomously writing information upon determining that the predetermined condition is accomplished during gameplay of the game. The information relating to the predetermined condition is stored

However, one of ordinary skill in the art would recognize that a computer game would be constructed by programming code assembled in such a way as to implement

the rules of the game and allow a player to play the game by making progress toward an objective. This ordinarily skilled artisan would further realize, a computer readable storage medium would be necessary to implement the code, and install the code on various computers. One of ordinary skill in the art would have little choice but to use program instructions through programming code and computer readable media to implement rules and functionality of the game at least at some level.

It would therefore be obvious to one of ordinary skill in the art at the time of the invention to include a computer program product embodied on a computer readable storage medium and program instructions for implementing the rules of the game such as whether or not a predetermined condition is accomplished during gameplay progress of any one of a first game program or a second game program is instructed to be started by a game operation controller. Further, the ordinarily skilled artisan would find it obvious at the time of the invention to employ program instruction means for writing upon determining that the predetermined condition is accomplished, information relating to the predetermined condition to both the backup data storing area of the game in which the condition was accomplished and the backup data of the other game that had not been started by the controller, which is essentially what Chocobo World incorporates.

It would be obvious to the skilled artisan that program instruction means would be implemented to incorporate the functions of the game as described in the cited reference and the rejection of the remaining claims.

Alternatively, Chiang teaches of an apparatus and method enabling interaction with shared game data files in a game device (Abstract, Fig. 1 and Fig. 4). See rejection of Claim 1.

It would have been obvious to one of ordinary skill in the art at the time the invention was made to employ the games and shared files as taught by Chiang into the teachings of Chocobo World - Final Fantasy 8 in order to allow players to use game states from other games typically denied by game developer compartmentalization.

### ***Response to Arguments***

7. Applicant's arguments with respect to Claims 1-14 have been considered but are moot in view of the new ground(s) of rejection.

### ***Conclusion***

8. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure is provided in the Notice of References Cited.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Paul A. D'Agostino whose telephone number is (571)270-1992. The examiner can normally be reached on Monday - Friday, 7:30 a.m. - 5:00 p.m..

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, John M. Hotaling, II can be reached on (571) 272-4437. The fax phone

number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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